SNS-ACAE-USA

CYBERSOFT

CARRIER ACES™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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You now own CARRIER ACES for the Super Nintendo Entertainment System. Before you leave your carrier to do battle against the enemy, we recommend you read the following instructions. Please save your manual in a convenient place for future reference.

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Introduction

It is late 1943. American forces, preparing for their island hopping advances towards Japan, have constructed several naval bases on a small chain of islands in the South Pacific. Japan, seeing the strategic danger, has sent in its own ships to defend its island holdings, and prevent the Allies from having a first toe-hold towards the invasion of Japan itself.

The War

In Carrier Aces, the object of the game is to gain control of each of the seven strategic locations in the island chain. Only when the entire theatre is under one nation's control can that side achieve victory.

Each player controls the entire air force of one carrier. With these planes he or she must undertake missions that will determine which side controls a strategic point in the island chain.

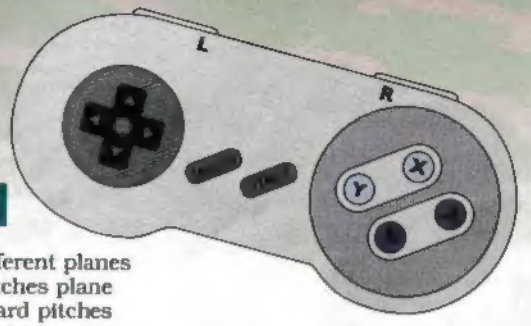
The battles for each of these seven Strategic Points can be fought in any order the players choose and may be retaken by the losing side. Each side must pay attention to its plane, fuel and ammunition losses or risk having nothing left to defend its holdings if victory is not swift.

Player Selection

After the title-screen comes up, pressing any button will bring up the player selections screen.

By using the control pad, highlight the desired player selection and press any key.

The Controls



Control Pad

Tactical Map: Cycles through different planes
Plane: Forward pitches plane downward; Backward pitches plane upward. Left turns planes left. Right turns plane right.
Anti-Aircraft Gun: Forward lowers gun. Backward raises gun. Left turns gun left. Right turns gun right.

Select

Brings Up Options Screen. Toggles music on/off.

Start

Pauses Game.

Button X

Tactical Map: Cycles through different planes.
Plane: Launches Payload.

Button A

Tactical Map: Cycles through different planes.
Plane: Fires Guns.
Anti-Aircraft Gun: Fires Guns.

Button Y

Tactical Map: Cycles through different planes.
Plane: Raises Throttle.
Anti-Aircraft Gun: Toggles through 20mm guns.

Button B

Tactical Map: Accelerates clock.
Plane: Lowers Throttle.
Anti-Aircraft Gun: Toggles through 40mm guns.

Top Right Button

Plane: Alternates View.

Top Left Button

Plane: While this button is held down the plane will turn sharper or dive faster.

Types of Planes

JAPANESE

Mitsubishi A6M2 Zero:
Japan's main fighter; it can turn on a dime, but has a weak frame and limited armament.

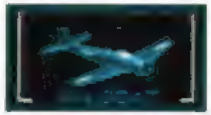
Mitsubishi A6M5 Zero:
A later fighter, appearing in 1943; sturdier and more heavily armed than the A6M2; it has a slower climb speed.

Nakajima B5N Kate:
Japanese torpedo bomber; protected by rear guns.

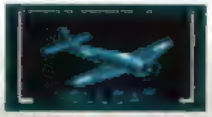
Aichi D3 A1 Val:
Japanese dive bomber; protected by rear guns.

AMERICAN

Grumman F4F Wildcat:
Early American fighter. Not as fast or strong as later American planes.



Grumman F6F Hellcat:
One of the best fighters in the war. Sturdy and heavily armed, it is not as maneuverable as a Zero.

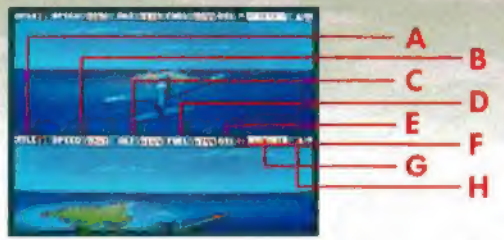


Douglass SBD Dauntless:
American Dive Bomber; protected by rear guns and very fast at diving.

Grumman TBF Avenger:
America's most reliable torpedo bomber; protected by rear guns.

The Main View

In Carrier Aces, the combat view is always a split screen with each player initially viewing the game from behind his or her aircraft or anti-aircraft gun. A control panel is mounted above every plane's view. The contol panel consists of:



A. **Throttle Meter** - Measures airplane's engine speed.
B. **Speedometer** - Measures airplane's actual speed.
C. **Altimeter** - Measures height at which plane is flying above sea level. It will turn red and buzz when the plane is flying low.
D. **Fuel Gauge** - Measures planes remaining fuel.
E. **Oil** - Label present only to measure the presence or absence of damage to the oil tank.
F. **Enemy Direction Arrow** - Points to enemy aircraft's horizontal position relative to your plane. An arrow pointing up means directly in front; pointing down means directly behind.
G. **Compass** - Indicates the direction the plane is flying.
H. **Payload Meter** - Amount of armament carried: Fighters carry rockets; Torpedo Bombers carry torpedos; Dive Bombers carry bombs.

When the plane takes damage, bullets will riddle this control panel. Where the bullets appear, indicates what part of the plane has been damaged. Damage done to the meter simply renders that meter useless. Damage done to the label means that that part of the plane has been hit.

Training Mission

For those of you who want to practice before the Campaign starts, or if you just desire instant action, we have the training missions. Simply select Training Mission from the Battle Areas menu, and press any button.

A Training Mission ends when any player has lost four planes or his or her ship. If you want to go to the Campaign before your Training Mission is over, select Quit Training from the Training Mission Menu and press any button.

On the Training Mission Menu you can select any of the four types of combat, or practice landing your plane on a carrier.

Combat

Fighting is the same whether in Training or Campaign play. It consists of Dogfighting, Strafing, Torpedo Strikes, or Dive Bombing.

Dogfight

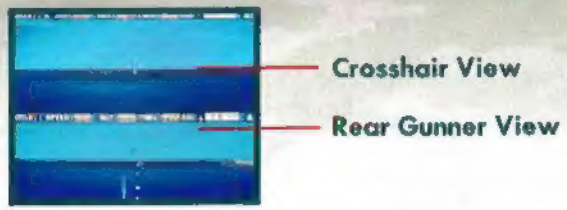
When dogfighting, the attacker always appears in the top window, the defender in the bottom. Players fight plane-to-plane, one-on-one until one plane is destroyed.

Using your Nintendo controller, as directed above under Controls, try to shoot each other down with your guns. Fighters can also use rockets, but they are designed to destroy fixed targets, not moving airplanes, and it is nearly impossible to hit with one.

Alternate Views

During dogfights, by hitting the R button on the top right of your controller, you can toggle to an alternate view. For fighters this is a Crosshair view. For both types of bombers this is a Rear Gunner View.

In the Crosshair view, the airplane is replaced by a crosshair for greater accuracy. All controls remain the same.



In the Rear Gunner View, the player observes from the point of view of the bomber's rear gunner. The controls no longer affect his plane which will continue to fly straight until the player returns to the main view. The control pad now moves the gun.

Strafing Attack

When a fighter attacks a ship or ground target, it automatically strafes.

In a strafing run the attacking plane is shown on top, the defending anti-aircraft gun on the bottom. The attacking player's controls function just as in a dogfight, except the plane's turning ability is limited to always approaching the target.

The defending player, controlling the anti-aircraft guns, can shoot down the enemy by firing the guns as mentioned in The Controls above. Button A fires the gun.

Button Y toggles through 20mm guns. Button B toggles through 40mm guns. A good pilot can knock out one or more of your guns. When this happens, use the B and Y buttons to find another usable gun.

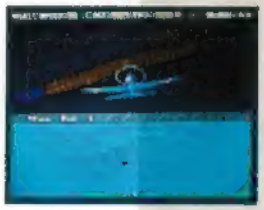
Torpedo Strike

When a torpedo bomber attacks a target, it is automatically a Torpedo Strike.

The view and the controls are just like the strafing attack above, except that as soon as a torpedo is released, the bomber will pull up and the Strike is over. The defender controls the anti-aircraft guns as in the Strafing Attack.

Torpedos are very difficult to aim, but nothing in the game does as much damage.

Dive Bomb



When a dive bomber attacks a target, it is automatically a Dive Bomb attack.

The attacking player starts in the sky above the target and dives towards the ship below. The bomber continues towards the ship until a bomb is dropped or the player pulls up. When the bomber gets too low, it will not be able to pull up in time.

The defender controls the anti-aircraft guns as in the Strafing Attack.

Carrier Landing

Whether returning from a Campaign Mission or Training Mission, your successful planes must land on their carrier. To do this, slow down, follow your Landing Signal Officer's directions (shown in the bottom half of the screen), and wait for the stop signal. The directions the signal man can give you are shown on the inside back cover of this manual. If you are going too high or too fast, your plane will not land, and you'll have to try again on the next pass.

Campaign Play

In the Campaign play, each side undertakes a series of missions until one side has secured that strategic area. When one side controls all seven strategic areas, that side is victorious.

The Battle Areas

On the Battle Areas Menu now select the Strategic Point you want to secure first. There are Seven Strategic Points you must secure:

Baguyos Island
Turlunga Island
The Buppa Oil Fields
New Savoy Island
Kendio Island
Ampola Point
Nunga Nunga

Highlighting an area on the Battle Areas Menu will give you an idea of what types of missions to expect in that Battle Area. Hit any button, but Select or Start when you have made your selection.

Missions

Once a Battle Area is selected, the attacking side will be presented with the first of its missions in the area, and be asked to build a squadron. When he or she is finished, the Defending side will receive a mission and build the competing squadron.

Building Squadrons

On the Build Squadron Screen, each player outfits the planes involved. Move the highlighter to an empty box. Pressing the A button will toggle through all the different airplanes available. When the plane is selected, pressing B will add to its weapons payload: rockets on fighters, torpedos on torpedo bombers, bombs on dive bombers. Pressing the Y button will add an extra tank of fuel to your bomber.

You may add up to eight planes to your squadron. What supplies you use are automatically subtracted from your ordinance as you go. When your squadron is complete, use the control pad to move the highlighter up to the Build Squadron button above the squadron's boxes. Then, press any button, but Start or Select.

Tactical View

Once both sides have built their squadrons, the tactical screen appears. Both forces will converge on the target, and the timer will appear. Each player can toggle through all his planes by hitting the A button. The selected plane will appear in the Selection Boxes, and its icon will flash in the Squadron formation.

When both players have selected their planes, they can

hold down the B button to accelerate their clocks. When the clock is finished, both selected planes will go into Dogfight mode. When the Dogfight is over, the game returns to the tactical view and the process is repeated. The game continues until one side is completely eliminated.

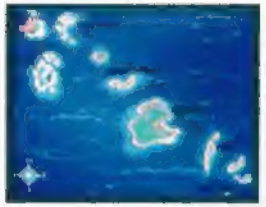
If the defending force is eliminated, the remaining attacking force continues on to its target. The clock continues to tick with only the attacking force able to select planes. The player may also use the A button to toggle to the Retreat option. The attacking player can only retreat when all defending planes have been eliminated.

When the target is destroyed or the attacking player retreats, all of the attacker's remaining planes must be landed on the carrier. The side that successfully completes its mission wins the battle, but your opponent may get the "thumbs up" if your entire squadron is lost.

Area Security

The side that successfully completes more missions secures the area. Ties are determined by the number of planes remaining.

Theater View



When returning to the Battle Area Menu after a mission in the Campaign game, the Theater View option will have replaced the Training Mission option. Selecting the Theater View will reveal the island chain map. Each area that has been secured will be marked with the country's flag that possesses it. Hitting any button will return to the Battle Area Menu.

Campaign Victory

When all Seven Strategic Points are under one country's control, that country is victorious.

Options

Press Select to change:

Difficulty: Easy, Normal or Hard

Music: On or Off

Hit any button to toggle between the settings. Then select New Game or Resume Game. Note: after four seconds of combat, Select only turns music on or off.

Strategy

Air To Air Combat

You will find in Carrier Aces that a thinking pilot is a living pilot. Novice pilots will be found swirling around in tight circles with whomever gets a lucky shot being the winner. An expert can tip the odds heavily in his favor.

As you will quickly learn, there are large differences between the American and Japanese forces. On the whole the American planes can take more damage and inflict more damage than Japanese aircraft. Japanese aircraft are much more maneuverable than their American counterparts. The American pilot will try to maintain his speed and distance from the enemy and make fast-firing passes. The Japanese player will try and force the enemy into a dogfight where he has the advantage.

In summary, as a rule of thumb:

AMERICAN - SHOOT and RUN

JAPANESE - DOGFIGHT and CLING

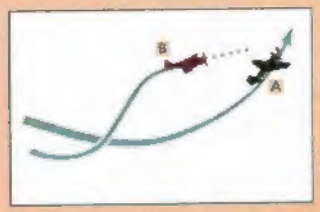
BOOM and ZOOM

This is when you make a high speed attack on an enemy plane and speed away safely out of the range of his guns. The key point to remember here is, if you turn, you LOSE speed; so, try and make your pass as straight as possible.

For example, in this scenario Airplane A uses his height and speed to make a Boom and Zoom attack on Airplane B. The danger here is that if you do not have enough speed to climb away from your opponent after you pass, you will hover neatly in his sights. If you do not have enough speed, expect to receive a tail full of lead.

Reverse

One of the most difficult maneuvers to explain. Fighter A is a high speed aircraft trying to make a high speed pass on B. B turns INTO the path of plane A then quickly makes a fast turn BACK at A. Because he has a slower speed, he out-turns A and manages to get a good shot in against the still turning A. This maneuver requires skill and timing. However, once you achieve enough skill to pull it off, you will use it often.



The Disappearing Act

This is my personal favorite. Insure you have a good amount of speed for this tactic. Attack your opponent from any angle and after you have delivered your pass, pull UP violently. When you climb as high as you can, cut your throttle to zero. While you are doing this, your opponent will naturally assume you are either turning with him or zooming away. As he is doing this, you stall out above him. Now hit full throttle and come up behind him, giving him a good dose of lead. The great thing is, if you have maintained your speed correctly, you can now repeat this tactic over again!

Drag and Bag

Here is a very basic speed maneuver. Plane A allows plane B to get on his tail, then as plane B approaches, he drastically cuts his speed and dives allowing plane B to fly by. Plane A now pulls up and takes a snap shot.

ATTACKING BOMBERS

You have just blown away the fighter cover of the enemy, and now comes the easy bit, chewing up the bombers, right? Wrong! Bombers are deadly. Bombers know that they will be flying slowly and so put an extra gunner in the back of the plane to catch unwary pilots. When approaching bombers, always remember where the bomber can see. He has two blind spots, to the side and from below. These are the areas you should attack. Attacking a bomber from the side is much easier than a fighter, as it is a larger and slower target. The position of choice, however, is from below. Fly almost directly beneath the bomber, then pull up and shoot him in his undefended belly.

DEFENDING WITH BOMBERS

If you have read the section above, you will realize what the enemy will be trying to do. He will try to get underneath you. Answer? Fly as low as you possibly can just skimming the ocean. Many times this will catch an unwary fighter and as he dives on you, he will crash into the ocean!

FLYING THE AMERICANS

Use the Hellcat whenever possible. The Wildcat is inferior to the Hellcat in every way.

Flying the Hellcat

Use your speed to keep a distance between you and your foe. Nothing else in the game can catch you, so you choose when and where to fight. The best tactic is to gain altitude, then zoom down on the Japanese player, firing as you pass. Much of the time, he will be turning to try and get a shot at you, but you should simply continue ahead and zoom out of harm's way. Then, when you have enough distance, turn around and zoom in on him again. You can take more damage than any Japanese fighter, so even if you trade shots, he will fall before you. This tactic may not seem very romantic but it is how the Americans won the war. It requires a skillful pilot to pull these passes off successfully.

Flying the Wildcat

The Wildcat can be used in a similar way to the Hellcat but to a lesser extent. You must judge your speed very carefully, as Zeros are quite capable of catching you if they time their power dive right. The Wildcat pilot should try and avoid any kind of steady speed turning fight with a Zero, as he will lose. Instead, mix it up with your throttle as much as possible and keep the Japanese player guessing.

FLYING THE JAPANESE

There is very little to choose between the two different types of Zero modeled in the game. The later version, the AGM5, has a marginally faster dive rate and its fuel tank is less vulnerable to enemy cannon fire.

Flying the Zero (AGM2 or AGM5)

You want to get into a close dogfight. The American planes are not as maneuverable as the Japanese and this is your advantage. Try to make the American planes turn as much as possible and lose speed. Once they have slowed down, you can strike. A quick change of throttle can put you in a very advantageous position. Once you are on the tail of an American fighter, make sure you down him. Avoid any nose-to-nose turning fights, as your weaker airframe can take little damage, whereas, the hull of the American craft is quite capable of absorbing much more punishment.

Good hunting.

Tactical Tips

To sink the big ships, torpedos do more damage than bombs, so fewer planes have to get through successfully.

Torpedo planes are the most vulnerable, but the torpedos are the most effective weapon against ships. Torpedo bombers must have enough escorts to keep them out of dogfights.

The smaller ships are as vulnerable to fighters as bombers. Use your fighters to take these out, saving bombers for the big boats.

Make sure you have enough fuel to get to your target and get back. It does no good to be a hot dog-fighter if you crash due to low fuel.

Signals Chart

OK

Too High

Too Low

Move Over Right

Move Over Left

Cut Engine

Abort Landing

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Credits:

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Game Design by Mike "Dark Angel" Ormsby, Steve "Screamer" Coleman and Kirt "Duckman" Lemons
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Manual written by William "Whopper" McCormick except "Air to Air Combat" written by Rod "Rodvik" Humble & "Tactical Tips" by Robert "Bad Bob" Clardy.
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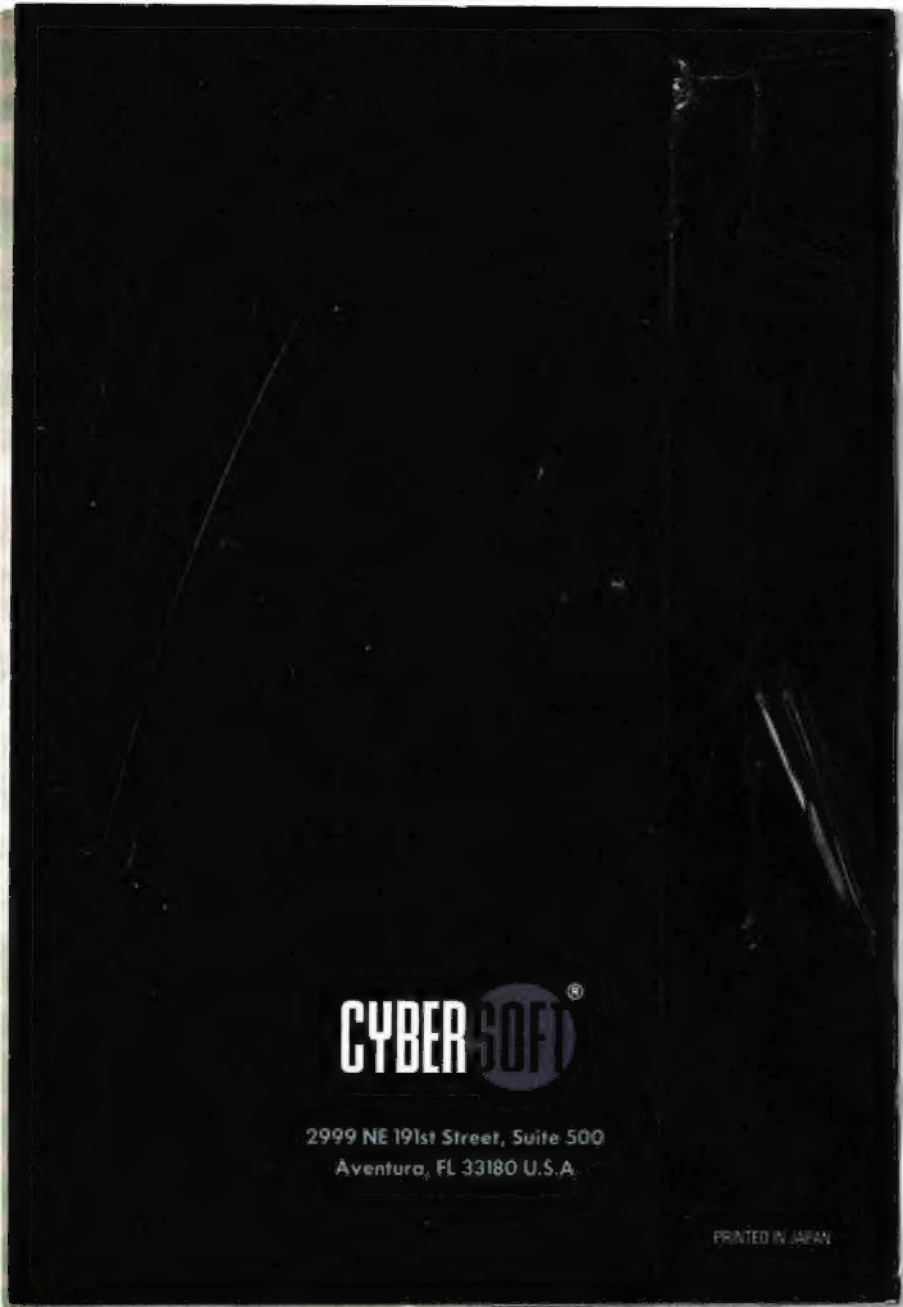

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